

STAR FLEET BATTLE MANUAL

by **ZOCCHI AND KURTICK**



Each player captains a starship to
high adventure on the frontiers of space.



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1 INTRODUCTION

This game simulates ship to ship combat in outer space. The rules have been divided into two parts to make learning easier. Please play the basic game several times before attempting to read the advanced game rules. Each gamer captains one ship. Each captain's mission is to destroy enemy ships.

2 EQUIPMENT

This game is played on a large table or floor. The following additional equipment is required.

- 2.1 Clear plastic document protectors in which to place the starship logs.
- 2.2 A grease pencil or China writer for each player to use with his log sheet.
- 2.3 A small rag or kleenex for erasing old marks on the logs.
- 2.4 A five foot length of string or fishing line for each ship.
- 2.5 A starship model and/or a silhouette compass card for each player.
- 2.6 One green and black 20 digit die.
- 2.7 A washer for each ship model used.

3 PREPARATION

This game can be played with the silhouetted counters included in the center of the manual, or with the miniature starship models sold in your local hobby shop and available directly from our address. To play with the silhouettes, cut each cardboard square out along the heavy black boarder and glue it to a thicker piece of cardboard backing. This will help the card last longer and will be necessary even if using ship models. Use a needle to make a small hole in the center of each card. Thread a 5.5 foot length of string or fish line thru the hole and knot the end of the line underneath the counter, so that it will not slip back out of the hole. A dab of glue or piece of tape can help hold the knot in place. Remeasure the line and trim it at the 5 foot length. If using our starship miniatures, make an inch long razor cut along the lines in the center of the silhouette. Push the cut card firmly down over the base of the starship model stand so that its 4 base projections come up thru the cuts. Also be sure that the 200 degree tic mark covers the quadrant on the base stand which reads FORE. Each starship model has a small flat spot on the hole into which the base stand fits. If the ship and base stand are not correctly aligned, the ship will not sit on the stand properly. Next, tie a length of string or fishing line to a washer (provided with some of the starship models, but easily obtainable from any local hardware store) and trim the line to 5 feet. We recommend the use of fishing line over string because it coils up when not in use and rarely tangles. Slip the washer down over the pylon on the starship base and put the model on the top of the stand. Be sure you align the flat spot on the tip of the pylon with the flat spot in the bottom of the starship model. Remove the staples from the center of this manual & separate

each starship log from the other one to which it is attached. Slip each log into its own plastic document protector and use a clean rag or tissue to erase old grease marks. Each player needs one log and one starship. The log must correspond to the type of ship he uses.

4 STARSHIP LOGS

Remove and examine the Class 1 heavy cruiser log. Ship logs are used to record damage suffered during combat and to record the status of each ship during each game turn. Because the game includes 8 different classes of ships, there are 8 different starship logs. The differences between classes of ships will be covered later. Generally speaking, most logs are laid out like the Class 1 heavy cruiser's. During each game turn, players work their logs from top to bottom, prior to moving and shooting. The sequence of events in each game turn, correspond to the data inputs required by the logs. Compare the class 1 heavy cruiser log with the information provided below, to learn how a log is used.

4.1 SPEED SCALE

The speed scale at the top of the log is used for moving starships across the playing surface. Lay the speed scale alongside the starship compass card and align its aft end parallel with the zero mark. If your velocity was 35 times the speed of light, the card and/or model would be moved forward until its aft end was aligned parallel with the 35 mark on the speed scale.

4.2 WARP FACTOR CONVERSION TABLE

Below the speed scale is a table used to convert warp speeds into light speed distances. If a ship is moving at 127 times the speed of light, it is moving at warp factor 5. Each warp factor covers its base speed up to the number just below the next warp number. So a speed of 124 is warp 4, but 125 is warp factor 5. When another player asks your speed, you reply with your warp factor only.

4.3 DRIVE ENERGY ACCELERATION TABLE

Below the speed scale and to the right of the warp factor conversion table, is the drive energy acceleration conversion table. It tells how much acceleration is gained for each unit of engine energy spent on propulsion. (Warp drive is propulsion) The weight to power ratio for most federation ships enables them to accelerate by ten times the speed of light for each unit of energy spent on propulsion. A Cruiser using 2 units of energy on propulsion would increase its speed by 20 times the speed of light. If its speed last turn was 35, and it spent 3 units of energy on propulsion in this turn, its velocity would increase to 65. ($35+30=65$)

4.4 ENERGY GENERATION SECTION.

Just under the warp factor/distance moved table, the energy generation section of the log details how much energy ships gain from their main and auxiliary engines. This energy is used to run life support,

sensors, deflectors, weaponry and propulsion. Unused energy can not be saved up from one turn to the next. The amount of energy each engine can generate is indicated by the highest number on the log, written after the type of engine.

4.41 STARBOARD & PORT MAIN ENGINES

In each game turn, the Cruiser can generate 8 units of energy from each of its main engines. The two engines combined can deliver 16 units of energy in each game turn. ($8+8=16$) Hits logged against an engine will diminish its energy making ability. 2 hits on the port engine would require that its number 8 and 7 be blacked out with grease pencil to show that it is generating only 6 units of energy in each game turn, for the remainder of the game. If it were hit by another factor of damage it would generate only 5 units of energy in each following game turn. The highest unblacked number showing on the log, is the number of energy units an engine can make in a single game turn.

4.42 IMPULSE ENGINES

4 units of energy are created by the impulse engines in each game turn. Impulse and/or auxiliary engine energy can not be used for warp drive purposes, but can be used to power all other ship systems.

4.43 TOTAL ENERGY AVAILABLE.

The 16 units of power from main engines are combined with the 4 units of impulse energy to make a total of 20 energy units available. The number 20 is logged on the total energy available line. As long as no engine damage is suffered, this ship will generate 20 energy units in each game turn. No ship is allowed to spend more energy in one game turn, than the amount logged on the total energy available line, for the turn being played.

4.5 ENERGY DISTRIBUTION SECTION

Each of the items in this section require energy. Generally speaking, there is not enough energy to do all the things listed below simultaneously. Consequently, Captains must budget the energy available to power up only the most important systems. You are not required to spend all of the energy available, but unspent energy can't be accumulated from one turn to the next.

4.51 LIFE SUPPORT

The Cruiser has 5 functioning life support systems but needs only one unit of power to keep them functioning. Regardless of how many life systems each ship has, no more than one unit of energy is required to maintain life support within the ship because no more than one life support system functions at any one time. The other systems are on standby status until needed. If the Cruiser life support system suffers 5 units of damage, its crew dies and the ship drifts on its last heading and speed until off the table. The number of times a life support system must be hit to kill the crew, varies with the type of ship. Because all shooting in the basic game is simultaneous, a ship which loses all life support, is allowed to fire its shot during the turn in which it is killed, if it

had not already fired in that game turn. In the following turns, it is dead and gets no more shots. All players are required to spend one unit of energy for life support in each game turn. Failure to do so kills the crew!

4.52 SENSOR SYSTEMS.

In addition to helping the ship navigate, sensor systems also locate enemy ships and feed fire data, course information, speed, and distance to the fire control computers. Altho the cruiser has 6 sensor systems, only one unit of energy is needed to run all sensors simultaneously. Regardless of how few sensors operate, one energy unit must be spent providing them with power. When all sensors are operational, it is much easier to lock on and track targets. As hits destroy sensor units, it becomes more and more difficult to do this. If the sensors are shot away completely, the ship loses the right to fire, in the basic game Procedures for shooting when the sensors have failed to lock on to the target, are explained in greater detail in the LOCK-ON TARGET SECTION-paragraph 4.73.

4.53 DEFLECTOR SHIELDS

Each ship carries 4 shields. #1 is directly in front of the ship and protects against fire which crosses the compass circle between 150 and 250 tic marks. Shield #2 defends against hits from the 250 thru 350 area. Shield #3 defends against hits from the 350 thru 050 area. Shield #4 defends against hits from the 050 thru 150 area. Just as a light bulb needs a continuous flow of energy to remain lit, so your shields need a continuous flow of energy to provide protection. Each shield area on the cruiser can provide up to 6 units of protection if energized by 6 units of power. If only 4 units of power are sent to the shield, it would provide only 4 units of protection. If a shield set to strength 6, is hit by a strength 6 blast, the shield itself absorbs one unit of damage and drops to strength 5, but no damage to the interior of the ship will result. Each time the strength of the shield is matched, the shield suffers one unit of damage. A shield set at 4, would drop one step if hit by a strength 4 blast. When the strength of the shield is exceeded, one unit of damage is absorbed by the shield and the excess causes interior damage. For example, if a shield were powered to 5, and it is hit by a strength 6 phaser blast, one unit of damage would be logged against the shield, thereby preventing it from ever being powered higher than 4 in following game turns, and one unit of damage would be caused to the interior of the ship. Because all fire is assumed to be simultaneous in the basic game, a shield which started the turn with a strength of 5 and was knocked down to 4 by the first shot, would still be set at 5 for second and subsequent shots in that game turn. It would continue to protect as tho its full strength of 5 had not been matched, until the next game turn. Its strength in the next game turn would depend on how many times its power had been matched or exceeded in the preceeding turn. When two or more enemy ships fire on the same target, they are not allowed to combine their total power into one factor for the purpose of breaching the shield. The shots from one ship are logged, before the shots from the second are evaluated. The following example demonstrates how this is done. A shield set at strength 6, is hit by a blast of 6 in game turn #3. It suf-

fers one unit of damage and in game turn #4, it will not use more than 5 units of power owing to its loss of one protection factor in game turn #3. That same shield is hit again in turn #3, by a strength 8 blast. Two points of interior damage will be rolled for with the die, while one more point of shield damage is also recorded. Because its shield has been breached twice in turn #3, this ship's shield can not be powered any higher than 4 in game turn #4. If this shield is hit a 3rd time in game turn #3, by a strength 5 blast, no damage can result because the shield had been set to strength 6 at the start of this turn, and until game turn #4, its shield continues to give a strength 6 defense. The affects of interior damage caused by die rolls are more completely explained in the DAMAGE section of the rules, paragraph (7)

4.54 PHASER BANKS

The heavy cruiser has 6 phaser banks, in 3 batteries with two banks per battery. Each bank requires one unit of energy to arm. Phasers may be armed and fired in the same turn, or armed in one turn and fired several turns later. After firing, phasers must be rearmed with more energy before they may fire again. No phaser bank may fire more than once per turn and the strength of their fire can not be greater than one factor per bank. Since the cruiser has only 6 phaser banks, no more than 6 units of energy can be spent arming them. A bank which has been damaged by enemy fire, can not be armed and can not fire. A more complete explanation of phaser fire angles is given in PHASER BANKS 4.71.

4.55 PHOTON TORPEDOES

The heavy cruiser has 2 photon torpedo tubes on the primary hull below the bridge. Each tube can fire up to 3 torpedoes. It costs one unit of energy to arm each torpedo and just like phasers, once torpedoes are armed, they stay ready for instant use. If fired, they must be rearmed. Each hit on the photon torpedo banks, diminishes the number of torpedoes which can be fired. If the port photon torpedo tube took two hits, only 1 torpedo could be fired from the port tube during the next and subsequent game turns. More information is in PHOTON TORPEDOE SHOTS 4.72.

4.56 ENERGY USED FOR PROPULSION

Energy remaining after spending power for life support, sensors, shields and weapons may be used for propulsion. Altho you are not required to spend energy speeding up or slowing down the ship, you have the option to do so. Tally up the energy spent on all the ship's systems, including propulsion, and be sure that it does not exceed the total number of energy units made available by the engines. You may spend less energy than the engines produce, but you are never allowed to spend more. If your total energy spent is correct, go on to the course programming step. If not, go back and diminish the energy given to various systems until your expenditure matches or falls below that supplied by the engines. If you desire a rapid deceleration, you may reverse thrust. A large "R" must be written after the number of energy units logged for propulsion, to indicate that it is reverse thrust. Failure to log the "R" means the energy is for forward thrusting only. Ships may fly backward.

4.6 COURSE PROGRAMING

During this step, players will adjust the speed of their ships, change headings and move them the correct distance.

4.61 CONVERTING TO ACCELERATION

The number of energy factors used for propulsion must be converted to light speed. Check the drive energy acceleration chart for the amount of energy used for propulsion. Directly below this number is the light speed factor by which your ship may change its velocity. The cruiser may alter speed by 10 times the speed of light for each energy unit spent on propulsion. The K-type ship gets 12 times the speed of light for each energy unit spent on propulsion. If the ship is using reverse thrust a large R must be logged after the light speed number on this line.

4.62 DISTANCE MOVED LAST TURN

The light speed at which your ship moved last turn is written on this line. If this is the first move of the game, the number here should be 27.

4.63 RESULT OF 1 & 2 ABOVE

When accelerating, add the light speed number on line #1, to the speed moved last turn, which is on line #2. The total of 1 & 2 is logged on line #3. If 4 units had been spent for propulsion, they would convert to 40 times the speed of light, so the number 40 is written on line #1. If speed last turn was 39, write the number 79 on line #3. When reversing thrust, the number on line #1 is subtracted from the number on line #2 and the remainder is logged on line #3. i.e. 2 units of reverse thrust are logged as minus 20, and when subtracted from the old speed of 39, leave only a speed of 19 to be logged on line #3.

4.64 RECORD COURSE CHANGE

No ship may change headings by more than 100 tic marks per game move. Furthermore, each tic of heading change made, costs one unit of forward light speed. If your speed is 72, the ship can not change its course by more than 72 tics. If a speed of 320 is logged on line #3, and you want to turn 60 tics to port, log 60-P on line 4. All heading changes logged, must be followed by a dash and the letter P for port turns, or S for starboard turns.

4.65 SUBTRACT 4 FROM 3

The number of tics turned on line #4 is subtracted from the total on line #3 and the remaining number is logged on line #5. A 60 tic turn, subtracted from a speed of 320, leaves only 260, which must be logged on line #5.

4.66 RECORD 10% OF LINE 5

Resistance to movement at warp speed is 1% of the number logged on line #5. When no course changes are programmed, log 10% of the number on line #3. The 10% speed loss is rounded up to the next whole number. A speed of 321 requires a 32.1 loss, which rounds up to 33. If all energy has been spent turning, skip this step because no movement is possible with zero speed.

4.67 SUBTRACT 6 FROM 5 TO GET DISTANCE MOVED THIS TURN.

If the speed has been 321, 321-33=288. The number 288 is logged on line 7 and this is the distance the ship moves this game turn. In the next game turn, The number 288 is written on line #2. Ships may diminish forward motion by applying reverse thrust. A ship which moved at 318 last turn, loses 20 if 20 units of reverse thrust are applied, thereby cutting speed down to 298. The 10% speed reduction is 29.8 which is rounded up to 30. 298-30=268.

4.68 DISTANCE MOVED THIS TURN.

On this line, log the actual distance to be moved. All math concerning the acceleration or deceleration and turning must be complete. It may be helpful at this time, to circle the appropriate warp speed at which your ship is moving so you can reply quickly if another ship is trying to lock-on and so you'll know the degree of dylithium crystal burnout risk.

4.69 MOVING THE SHIP

If the ship is to turn, the change of heading to the new course must be executed before any distance is covered. To change heading, hold the shooting string taught over the new course to be flown. Then gently rotate the ship, keeping the string taught, until the 200 tic is directly under the string. For example, a ship which is slated to make a 50 tic turn to port has its shooting string stretched taught over the 150 tic and pressed to the table at some point two or three inches beyond the compass card. Now the compass card is slowly rotated to the left until its 200 tic mark is aligned under the string. Next place the starship log alongside the compass card so that the back edge of the card lines up with the zero speed mark on the scale. Now move the ship the correct distance forward. If two ships find themselves competing for the same table space displace each ship an equal amount so that both may remain facing in their original directions, without their compass cards overlapping too much. All ships in this game are presumed to have vertical separation so collisions are impossible.

4.7 DYLITHIUM CRYSTALS

When a starship exceeds its normal cruising speed, it runs the risk of cracking or burning out the dylithium crystals which are needed to control the antimatter reactions which power the ship. Each starship safe cruising warp speed has a box drawn around it on the warp factor/distance moved table. During each turn in which a ship exceeds this speed by one warp factor the player must roll the green & black 20 digit die. If a green 1 is rolled a dylithium crystal is cracked, permanently destroying 2 units of main engine energy. If a black 1 is rolled, a dylithium crystal burns out and permanently destroys 4 units of main engine energy. If a heavy cruiser going warp 7, were to roll a green one, it would crack one dylithium crystal and be required to log two damage factors on one of its main drive engines. This would cut that engines output from 8 to 6 factors of energy for the rest of the game. Each engine is powered by 2 dylithium crystals, so if both crystals were lost because of exceeding safety limits, an entire engine might be lost. If a ship exceeds its safe warp factor by 2 (i.e. a heavy cruiser going warp factor 8) the risk of dylithium crystal failure increases. If a green 2 is rolled, 2 crystals crack with a loss of 4 power units from the engines. A roll of black 2 causes 2 crystals to burn out destroying 8 units of engine capability. This is in addition to rolling a green or black 1, both of which still do the same damage. If a ship exceeds its safe warp speed by 3, the chance goes up even further. A roll of green 3 cracks 3 crystals and causes the loss of 6 energy units, while a roll of black 3 burns out 3 crystals & causes the loss of 12 energy units. This process goes on for each warp factor by which the ship exceeds its safe maximum speed: i.e. a green 4 cracks 4

crystals and has the same affect on engine energy output as 8 hits. A black 4 burns out 4 crystals and has the same affect on engine energy output as 16 hits. Black is always bad.

4.8 WEAPON PROGRAMING

After all ships have stopped moving, each player logs the angle over which his line is to be stretched in an effort to score hits on enemy ships. If you thought that stretching your shooting line over the 242 tic mark on your compass ring, would also enable the line to cross the enemy ship silhouette or model, this would be the number you'd log on the angle--strength line for the appropriate weapon. Logging the fire angle indicates an intention to fire, but does not commit you to do so. If you fail to get a lock-on, fire may be aborted by erasing the logged fire angle. After logging an angle, a dash and the strength of the shot would be written on the same line. A heavy cruiser could fire up to 4 units of phaser over its 200 tic mark. To do so, a log entry of 200-4 would be required on the FWRD phaser fire angle energy line. Players must log the shooting angles BEFORE any attempt can be made to lock on to any prospective targets or to see if the shooting angles are good. Test shots are not allowed. Putting pencil points or any other type of off sighting aid on the compass card is prohibited. If the string is stretched over the fire angle you logged and also crosses some portion of the enemy ship, it may cause damage. If it fails to touch some portion of the enemy ship or silhouette, it missed and could not possibly cause damage. If a friendly ship has interposed itself between a shooter and its target, there is a chance that the friendly ship will be hit instead of the enemy. Roll the 20 sided die to see if the friendly ship can avoid being hit by accident. If any green digit is rolled, the friendly ship is hit instead of the enemy. A black digit means that the shot missed vertically even tho it had the correct horizontal vector. The cautious player who has consideration for his team mates, will not risk making shots as hazardous as this. The information below tells how the heavy cruiser weapons are handled in this section. The unique or special weapons carried by other ships will be explained on the backsides of each respective ships log. Other information on different weapons is explained in the energy programming and combat section.

4.81 PHASER BANKS

The angles over which each ship's weapons may fire, are illustrated in the lower left hand corner of each starship log. Each radius shows the maximum number of banks which may fire thru that area. Note that between 160 and 240 tics, only 4 phaser banks may be fired. This fire comes from the forward (FRWD) phaser banks and 1 each from the starboard and port banks. When shooting at targets between 240 and 340, only 3 phaser banks may be brought to bear, the 2 starboard phasers and one of the forward phasers. Fire on targets between the 340 and 060 tics, would be at strength 2 and come from one port and one starboard phaser. A strength 3 blast, at targets between 060 and 160 would come from the two port phasers and one forward phaser. When recording phaser fire, be sure you do not set the ship up to fire more shots than you can bring to bear. If the cruiser fires 4 phasers forward, it has only 2 uncommitted phasers left. The

recording of the numbers 200/2, indicates that you'll shoot on heading 200 with 2 phaser banks. To shoot a strength 4 over the 200 heading, you'd log 200/2 for the forward phasers, and 200/1 for the port and 200/1 for the starboard phaser banks. Additional fire into another area would be listed separately. If the Starboard phasers were being fired fore and aft, you can log 200/1 & 000/1. This helps keep track of the number of phasers being fired and assures that the proper battery is drained when they fire. Energy spent arming a weapon which is destroyed before it can be fired, is lost. It can not be transferred to another weapon. More information can be found in the Energy programing and combat paragraphs.

4.82 PHOTON TORPEDO SHOTS

Fire angles for photon torpedoes are also listed on the lower left hand corner of the starship log. Torpedoes have a much more restricted pattern of fire due to their location on the front of the ship. 6 Photon torpedoes can be concentrated to fire on any target between 160 and 240 tic marks. Both port and starboard photon torpedo banks are used. When shooting a target between 110 and 160 or 240 and 290 only 3 photon torpedoes may be fired. Record the fire angles and energy just like that of phasers. If you wrote 125/3 this would mean that 3 photon torpedoes were being fired over the 125 tic. If you were shooting 6 torpedoes over the 201 tic, you would write 201/3 on each of the STBD and PORT photon torpedo lines. Torpedoes may fire out to 3 feet, but no further.

4.83 LOCKING ON TARGET

After all players have recorded the angles and energy programmed for fire, each man must attempt to lock on to his target. The faster the target ship is moving, the harder it is to get a good sensor track. If the sensors don't lock on, the ship may still fire, but its accuracy will be deflected in a random fashion. To get a lock-on, the shooter must roll any green number, or a black number which is at least as high as the targets warp speed. If the target is moving at warp 5, a roll of black 1-2-3-4 means no lock on. A roll of black 5-6-7-8-9-0 or any green digit is a good lock on. (Think of green numbers as having 10 more points than the digit rolled. i.e. a green 3 is really 13 etc.) If locked on target, your fire goes out over the tic marks recorded on the log. If you fail to lock on, you have the option to abort fire or go ahead anyway. If you abort fire, simply wipe off the old angles and strengths. If you shoot anyway, roll the die again and adjust your shooting angle as follows. Any green digit rolled forces the shot to be deflected to the right by the rolled number. i.e. a roll of green 9 puts the shot 9 degrees to the right of the programed fire heading. If a black digit is rolled, displace the shot left by the appropriate number rolled. i.e. a roll of black 0 moves the shot ten degrees to the left of the programmed angle. For each unit of damage a starship suffers on its sensors, the number needed to get a lock-on increases. If a ship with one damaged sensor tried to lock on to a target going warp 6, he would have to roll at least a black 7 to get the lock-on. If the sensors are completely destroyed, no fire is possible in the basic game.

After all players have filled out their logs, moved their ships, recorded the fire angles and weapon strengths, and tried to lock on to targets, they fire. Fire is performed by stretching out the line over the recorded shooting angle and then seeing if it will also cross an enemy ship. It doesn't matter who shoots first because all fire and damage is assumed to occur simultaneously in the basic game.

6 HITS

When the shooting string touches any part of the target ships silhouette, a hit has been scored. To inflict damage, the hit must be able to nullify the effects of the shields. Phasers which strike with one factor less power than the shield which is raised against them, cause no damage. i.e. A strength three phaser hits a strength 4 shield and nothing happens. When the strength of the phaser equals the shield, the shield suffers one unit of damage but nothing else happens. When the force of the phaser exceeds that of the shield, one unit of damage goes against the shield and all force in excess of the shield will be applied inside the ship against one of its systems. i.e. A ship is shielding with a strength of four. It is hit by a strength six phaser blast. 3 units of the phaser are filtered by the shield & do no damage. The 4th unit causes the shield to buckle one step downward. The 5th and 6th unit of phaser power pierce the shield and may cause interior damage. The damage they'll cause is explained in the damage section. When photon torpedoes hit a ship they behave in a slightly different way. The first torpedo opens up the shield, regardless of how strong or weak it is, and lets the remaining torpedoes thru the gap. Each following torpedo would cause interior damage. i.e. a salvo of 6 torpedoes hit a strength 4 shield. The first torpedo hits the shield and opens a path for the following torpedoes. The shield does not suffer any damage from the first torpedo. The other 5 torpedoes will be rolled for to see what they hit inside the ship. Torpedoes should be fired in pairs so that one can open the shield for the other. If shooting only one torpedo, it has no ability to damage any ship which has a shield up. It causes normal damage to a ship which does not have a shield up.

7 DAMAGE

Because all fire is simultaneous in the basic game, damage will not take effect until the next turn. A deflector set at strength 4, if hit by a force 4 phaser, is going to drop its strength to 3. If it is hit in that same turn, by a strength 3 2nd shot from another phaser, the 2nd one does no damage because the shield considered to remain at strength 4 until this game turn ends. Damage caused by phasers in this turn, can not take effect until next turn. To see which systems take damage, roll a green and black 20 digit die and consult the table below. Photon torpedoes are matter & anti-matter held in a force field until detonation. Since each torpedo impacts in a different location, each hit is rolled for separately and each hit causes one unit of damage. So, 5 hits would mean the die is rolled 5 times and each system identified by the die roll would receive 1 hit. If phaser damage had been inflicted, the die would be rolled only once, but the strength which got thru the deflectors, would all be applied against one system.

i.e. if you shot a strength 4 phaser thru a strength 1 deflector, one unit of damage would be immediately logged against that deflector and the remaining 3 units of damage would be logged against the system rolled for with the die. If a green 8 had been rolled, 3 hits on the sensors would have to be logged by the targets captain.

DAMAGE LOCATION TABLE

DIE ROLL	SECTION HIT	EFFECT
All Black Digits	Deflector Shields	One capability is lost for each hit scored. If all factors are already destroyed, read the digit as tho it were green
Green 1-5	Main Drive	Each hit causes a loss of one unit of energy
Green 6	Auxillary engine	" "
Green 7	Life support	Ship is dead.
Green 8	Sensors	Each hit reduces ability to lock-on
Green 9	Secondary Weapons	Each hit reduces weapon by 1 unit.
Green 0	Primary Weapons	Each hit reduces weapon by one unit

NOTE: Hits on any green systems which are already destroyed, are logged against the life support systems.

8 STARTING THE GAME

All players on the same team start from the same side of the room, floor, table or whatever you are playing upon. Both teams make their first moves at warp factor 3, which is 27 times the speed of light. They must all fly a course directly toward the enemy ships, on the first game turn. On the second and subsequent turns, all players are authorized to change headings, increase or decrease speed, etc. "CONFERENCES" etc. should be outlawed because they slow down games and allow players with the dominant personalities to direct all the other players.

9 TURN SEQUENCE

- All players total up energy received from their engines and log the number.
- All players complete the energy programming part of the log
- All players turn their ships to new courses and move at the same time.
- All players log fire angles and energy used for primary & secondary weapons.
- All players announce targets they are attempting to fire on and roll for a lock-on.
- Any players aborting shots announce it
- All players assist each other in laying out shots and logging hits.
- Place Plasma templates & go to step

10 ADVANCED RULES

All the basic game rules apply except for the following modifications and changes.

10.1 SHOOTING BLIND. When all the sensors are destroyed, ships in the basic game are prohibited from shooting. However, if there is nothing wrong with the phaser banks, blinded ships may fire by using the following procedures. They must log the angle on which they want to fire, one full

game turn before any ships are moved. The angle on which they hope to fire will be modified by rolling the 20 digit die. All green digits will carry their shot right of the preprogrammed heading by 10 times the value of the digit rolled. Thus a green 4 would cause a shot slated for 235 to be laid out on 275. The blinded ship is then swung to the heading of 275 (if necessary) so that the programmed shot comes from the turrets designated to fire. His velocity is correspondingly diminished or penalized. Black digits cause the shot to go left of the programmed heading by ten times their value. A black zero pulls the shot 100 tics left of the aiming point.

10.2 FLEET RULES. When playing fleet rules, the first player to totally fill out his log, calls out the number one. The second player to complete his log calls out two and so on. Each player is required to flip his completed log face down as he calls his number and each player will fire in the sequence of his log completion. On those rare times when two players call out simultaneously, the first to get his log on the floor or table, gets the first shot. If that is a dead draw, both players may shoot simultaneously. The player authorized to shoot first, causes immediate damage and may even cause the 2nd or subsequently shooting ship to redistribute power in order to keep something from falling apart. Hits on shields do immediate damage which makes it possible for player #1 to wipe out the shields of player #7, thereby permitting player #2 to fire on #7 with full effect because the #7's shields were destroyed during the first shot. Player #7 can not return fire until it is his turn in the sequence to fire, and then only if his weapons are still functioning may he get off his shot. If he had powered up the port phasers and then had them shot off before getting to use them in this turn, he would lose the right to fire them.

10.3 CAPTURES. When attempting to play with the captures rules, fleet rules must also be used. One point is scored for destroying an enemy ship, and a second point is scored for destroying an enemy crew. Additional points can be earned by capturing an enemy ship and/or crew.

10.31 TRANSPORTERS. Ships which are close enough to have touching compass cards are within transporter range. The crew from a stricken ship can be safely transported to a friendly ship if neither ship has shields up in any quadrant, and one complete turn passes during which neither ship fires at an enemy vessel.

10.32 BOARDING PARTIES. If enemy ships have touching compass cards, one may attempt to launch boarding parties into the other provided neither ship has any shields up and providing neither ship fires any weapons during the boarding turn.

10.33 BOARDING PARTY BATTLES. When boarding is attempted, the captain of the boarded ship rolls the die to see if he can effectively resist the action. If he rolls a green digit, the boarding did not come as a surprise and there will be an on board ship battle. In this case both men roll the die again with victory going to the man rolling the highest digit. If the boarded captain fails to roll a green digit as he is boarded, the surprise is complete and his ship has been captured without effective resistance. No ship may dispatch more than one boarding party per game.

10.34 STUNNING SHOTS. Stunning shots can only be fired from the main weaponry when

the ships captain announces that he has modified the strength of the shot so that it will only stun instead of kill. A shot of this low power can not go thru any type of shielding. It can only penetrate thru a shieldless quadrant providing the shot does not cross or touch a shielded area prior to touching the ship. If these requirements are met, the stun is successful and the victim ship must continue drifting on its last heading. The stunned ship can not fire and can not change course or heading. Its captain rolls the die one time in each turn of play AFTER the stunning play turn, in an effort to revive his crew. If he rolls a green digit, his crew revives and may resume combat. However, if he is hit by a second stunning shot in the turn immediately following the initial stun, he is not allowed to roll the die for revival. If an enemy continues to fire stunning shots, he continues losing the chance to revive. Only during a turn in which there is no stunning fire received, may he attempt to revive his crew.

10.35 TRACTOR BEAMS. Tractor beams can be used to tow damaged or disabled ships only when the compass cards of both ships touch. Acceleration is cut in half when towing.

10.36 SHIELD FAILURES. If a primary shield is shot away, the exposed area can be covered by using one of the adjacent shields. Thus the loss of deflectors for shield area one, can be covered by bringing over shield #4 or shield #2. When stretching a shield to cover more than its primary area, it functions at half strength. Thus a shield powered to 6 which covers 2 areas provides only 3 units of defense to each of the two areas. If an odd number like 3 or 5 is used to power a shield doing double duty, round off the fraction downward. Thus a 5 provides only 2 factors of protection to tow areas. A small double headed arrow on the ship log pointing to the collapsed shield and its temporary replacement shows your intentions. A shield performing double duty suffers double damage from any hits taken. When two ships are close enough to have touching compass cards, one of them may stretch its shield over the other to provide protection, as long as the other ship has no shields of its own in use. The stretching shield performs with half its normal strength and suffers double damage as described above.

10.37 ADVANCED GAME DIRECTION CHANGES. In the basic game, players rotated their ship to a new heading before any movement was made. In the advanced game, changes of heading may be performed before and after moving. No ship may change its heading at the beginning of the game move, unless energy has been spent for propulsion. The change of heading allowed before moving the ship, is limited by the amount of energy spent for propulsion. i.e. if only one unit of propulsion is used, (giving a cruiser 10 light speeds of acceleration,) the ship could only change its heading by 10 tics before it is moved. If a total heading change of 90 had been desired, the other 80 degrees would be turned after the ship completed its moving. All course changes in one game turn, must be in the same general direction. This means that it is not legal to turn 10 degrees to port under power, and after completing the move turn 20 degrees to starboard, thereby flying an "S" type of path. If a ship was

accelerating by 30 light speeds, but wanted to turn only 10 tics, it would have its heading changed by 10 tics before it moved. If it wanted to change heading by 10 tics, but spent nothing for acceleration, the ship would fly along the course it had in the last game turn and after stopping, it would be rotated to the new heading. The speed lost for turning would come from its remaining velocity since none is available from thrust in this turn, to pay for the heading change. A blinded ship which had all its sensors destroyed and was required to turn to a heading by the die roll for its shot, but lacked the energy to do so would have its shot aborted and the change of heading would be completed as far as it was possible to do so.

10.38 DYLITHIUM REPLACEMENTS. Most star ships carry two spare dylithium crystals, to replace the 4 normally used to power the ships engines. Before the game begins each player is dealt two playing cards from a regular deck of shuffled playing cards. Each Ace or face card represents a spare dylithium crystal. The players who have spares should keep this information confidential. To replace a crystal, the entire engine getting the crystal must be shut down for three full game turns. A new dylithium crystal can only be used to replace a crystal which has burned out or cracked. A new crystal will not repair an engine malfunction caused by damage from phaser or other types of weaponry.

10.39 UNIVERSAL CLOAKING. Since military secrets are the most fleeting of all, it is possible to play games where all ships are presumed to have cloaking devices. To do so, simply abide by the restrictions on the backside of the K-type ship, which are in force when using a cloaking device.

DESIGNER NOTES

The STAR FLEET BATTLE MANUAL rules can be used with our ALIEN SPACE BATTLE MANUAL so that the two games are played together. If the idea of 18 more exotic weapon systems and additional ships interests you, all that is needed to make the games compatible, is to abide by the simple changes listed below. For all practical purposes, blazers and phasers are similar. The only major difference between them is that the blazer has a longer range. The magma beam and the plasma bolt are similar enough to both work off of the magma beam column on the Alien space cross weaponry index chart. Photon torpedoes and proton torpedoes are enough alike that the effects of each on the other 18 weapons are listed on the Alien Space weaponry cross index chart, is identical. The proton, photon and javelin torpedo all affect the T-type web as stated on the backside of the T-type ship record sheet. When Alien space ships fire upon star fleet game ships, a 20 sided die is rolled to determine the location of hits. When STAR FLEET ships fire on Alien space ships, hits in the shaded area will cause damage to the sensors & life support while hits aft of the shaded area damage main and auxiliary engines, and hits fore of the shaded area damage main and auxiliary weapons systems. All ships will move and turn according to the rules of their respective games. STAR FLEET ships will have to roll the die for weaponry lock on while ALIEN SPACE ships won't have to contend with a lock on problem. Altho Blazer weapons shoot further than phasers, they must exceed the strength of a shield before they can cause damage, whereas the

phaser nearly equals the shield to cause damage.

As this game goes to press in Mar 77, only the Cruiser, Scout, Destroyer and dreadnaught are available. The Cruiser, scout, and destroyer retail for \$20. The Dreadnaught retails for \$25.00. Please include 75¢ for postage/handling when ordering and be sure to ask for our 16 page catalogue

of 200+ fantasy, science fiction and war games. Our catalogue costs \$1 if ordered separately or will be sent free with the purchase of \$4.00 worth of ships.

The T-type, R-type and K-type ships are next on our production schedule, but owing to our desire for flawless quality, it is impossible to accurately forecast a completion date for them. The Jug will be done after the 3 alien ships just mentioned. We are also undertaking the production of ALIEN SPACE ships in soft metal to enhance the compatibility of the two game systems. At this writing, we have no way to forecast the suggested retail price of the 8 Alien Space ship set, and the uncompleted Alien ships for the STAR FLEET rules. If you want the fastest possible notice, we suggest that you send us a self addressed franked postal card, with the proper question on the backside.....i.e. What is the cost of the 8 Alien space ship set? Or... What is the cost of the STAR FLEET R-T-K type ship set? As soon as we have them in stock, We'll send your cards back.

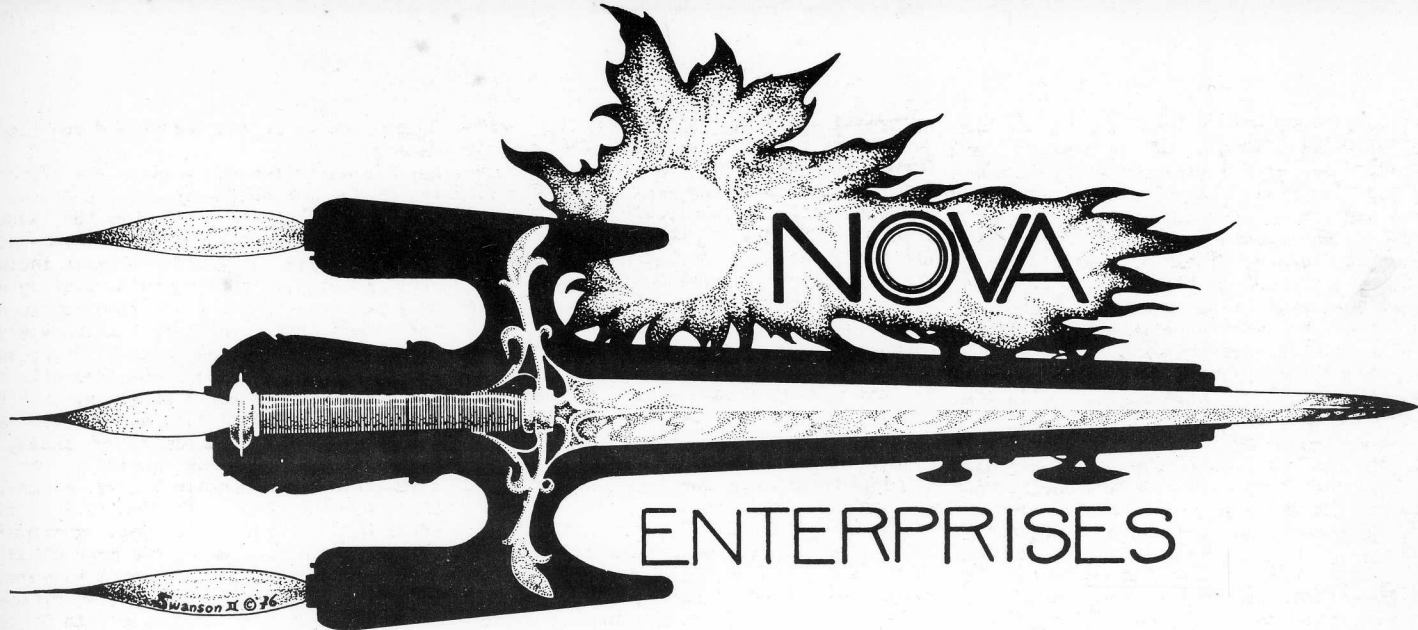
If you would like to add more STAR FLEET ships to fight fleet and armada size actions, send us \$4 for each extra set of counters required. Alien Space retails for \$5 per copy and extra ship counters with hit record pads, cost \$4 per set. Be sure to remember that each order received must be accompanied by 75¢ for postage and handling. Please remember that all the prices quoted here are subject to change without notice. We have a limited number of metal heavy cruisers, cast as a single piece, which retail for \$25.00. Heavy cruisers with a beautiful pewter coating for desk sets, cost \$35.00. Other ships with pewter coatings may be made later if there is enough interest.

Questions concerning this game should be accompanied by a stamped, self addressed envelope. Please leave lots of space at the end of each question so we can write directly on your paper and return it to you. Send orders and checks to

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THE STAR TREK WELCOMMITTEE is a non-profit SERVICE organization (NOT a club to join) with about 150 volunteer workers in 35 states, who devote their time and efforts to answering questions about STAR TREK at no charge. All they ask for their service is that you include a self addressed, stamped envelope with your questions. For more STAR TREK information, write to.....
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We wish to express our gratitude for all the help and encouragement we received from the following people. To Franz Joseph creator of the STAR FLEET TECHNICAL MANUAL produced by Ballantine books, and granter of our license. To Bjo Trimble, author of the STAR TREK CONCORDANCE published by Ballantine books. To Chuck Weis of the Federation Trading post. To Steve and Elyse Rosenstein for their enthusiastic support and encouragement. To Ms. Linda Russling, Ms. Margaret McDougal, Ms. MC-Connel, Ms. Thrush, Ms. Jeanette and Ms. Buell, for allowing us to play-test this design in their respective recreation centers at Keesler, Altus, George AFB and Ft. Hood. To Jeff Maynard and Michael McMasters for the advice and consultations until the early hours of the morning. To Helen Young of the Star Trek Welcommittee, who always seemed to find time to help us regardless of how busy she was. To Devra Langsam for helping us find Paul Rivoche, the outstanding artist who did the cover of this game and to Paul Rivoche 5 Meadowbank Drive, Ottawa Ontario for his peerless artwork and splendid cooperation.

Graphics by Michael Scott Kurtick and Sgt. Wallesverd of Keesler A.F.B.

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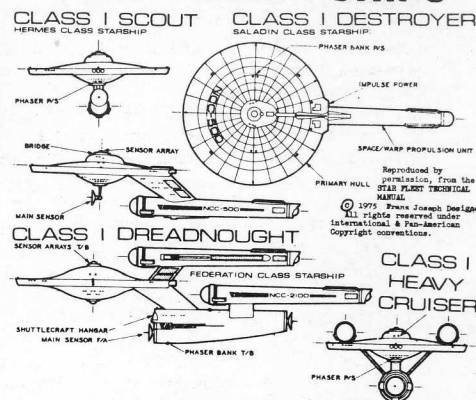
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